

Creating a movie

438886_paste.tiff ↵

01_12ptHevBlk.tiff ↵ Create a new folder using the Workspace.

02_12ptHevBlk.tiff ↵ Type the folder full path into the file field in the cameras Ocular window. 03_12ptHevBlk.tiff ↵ Grab the frames.

291955_PixelRule.tiff ↵

310001_CheckMark.tiff ↵ Only valid paths will be accepted. Setting a new destination will reset the framecount to zero.

525373_CheckMark.tiff ↵ Each frame will be stored using a filename which follow the *<folderBasename>.<frameNo>.tiff* schema.

108451_CheckMark.tiff ↵ Existing images with the same name will be replaced without a warning. The NDCamera does *not* append frames to an existing movie.

220329_CheckMark.tiff ↵ If your folder has the *.anim* extension it should be recognized as a simple TIFF movie by some of the popular movie applications.

613165_CheckMark.tiff ↵ In the future you should be able to just add a method by typing its name into the method name field.

53781_PixelRule.tiff ↵

See also

;IntroBasics.rtf; ↵ The Basics

;../Project/FuturePlans.rtf; ↵ Future plans